

## Nyx Daergel

Strength	-1	Level	1
Dexterity	3	Weight	50lb
Constitution	1	Speed	30ft
Intelligence	2	Hit Points	11
Wisdom	2	Armor Class	15
Charisma	0	Proficiency	2

Forest Gnome - Ranger

Whatever

## Backpack



Cost	2gp
Weight	2lb
Rarity	Std

Gear - Carry stuff.

## Rope



Cost	1gp
Weight	5lb
Rarity	Std

Gear - Climbing

Climb stuff.

## Longbow

Cost	50gp
Weight	2lb
Damage	1d8
Range	150

Martial - Ranged

Shoot stuff.

## Shortsword

Cost	10gp
Weight	2lb
Damage	1d6

Martial - Melee

Attack goblins.

## Club

Cost	1sp
Weight	2lb
Damage	1d4

Simple - Melee

Wallop things.

## Exhaustion I

Level	1
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Condition - Level 1

Your muscles are sore and your eyelids grow heavy. You have disadvantage on ability checks.

## Exhaustion II

Level	2
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Condition - Level 2

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.

## Exhaustion III

Level	3
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Condition - Level 3

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.



## Exhaustion IV

Level  
4



### Condition - Level 4

Your legs feel like they weigh more than they do.  
You have disadvantage on ability checks, and your speed is halved.

